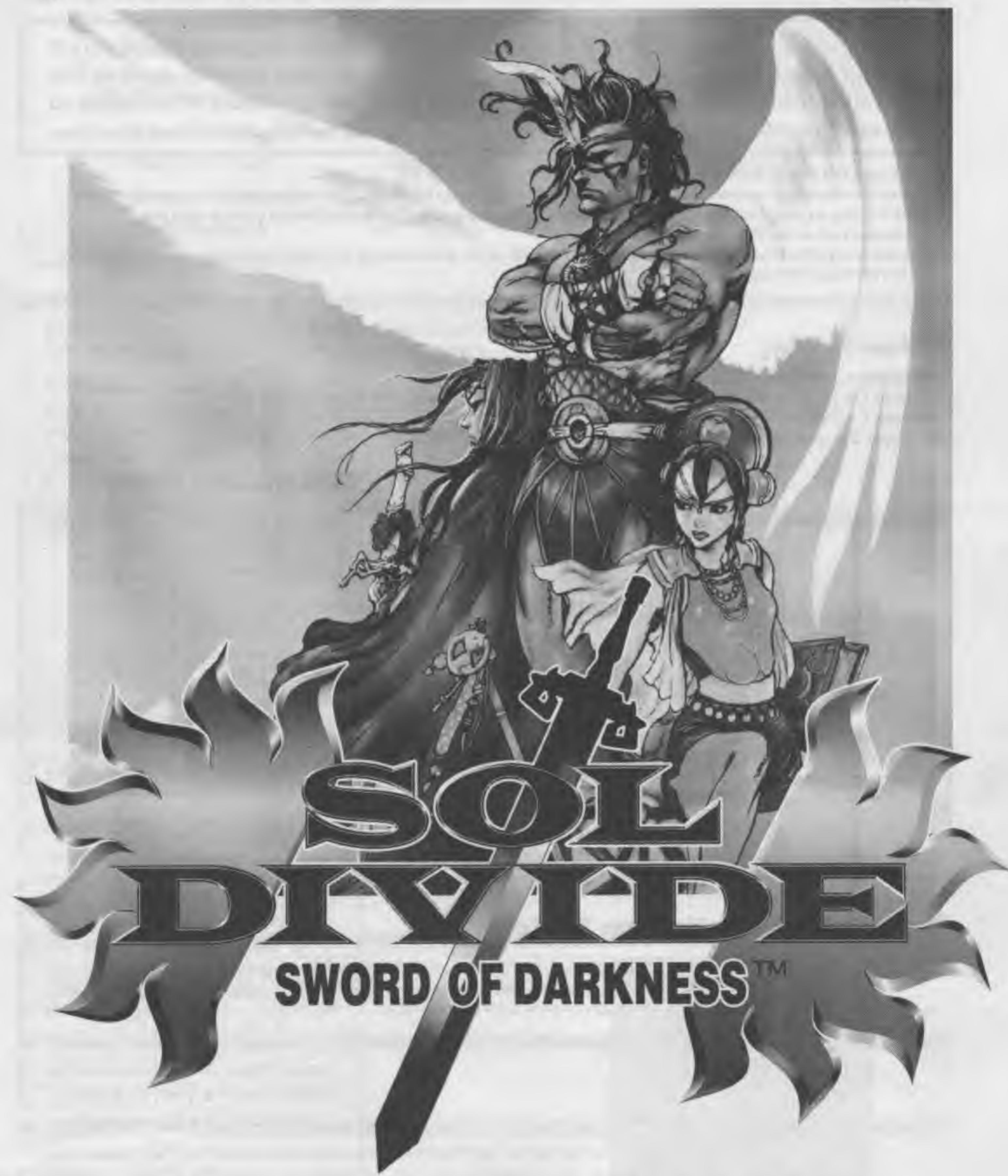


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OPERATOR'S MANUAL

■Note

This product is displayed in a long, vertical manner on most monitors. If you play it without adjusting the monitor ratio, it is possible to lose some features, such as the operation manipulation. Before playing, please make any necessary adjustments to the monitor ratio.

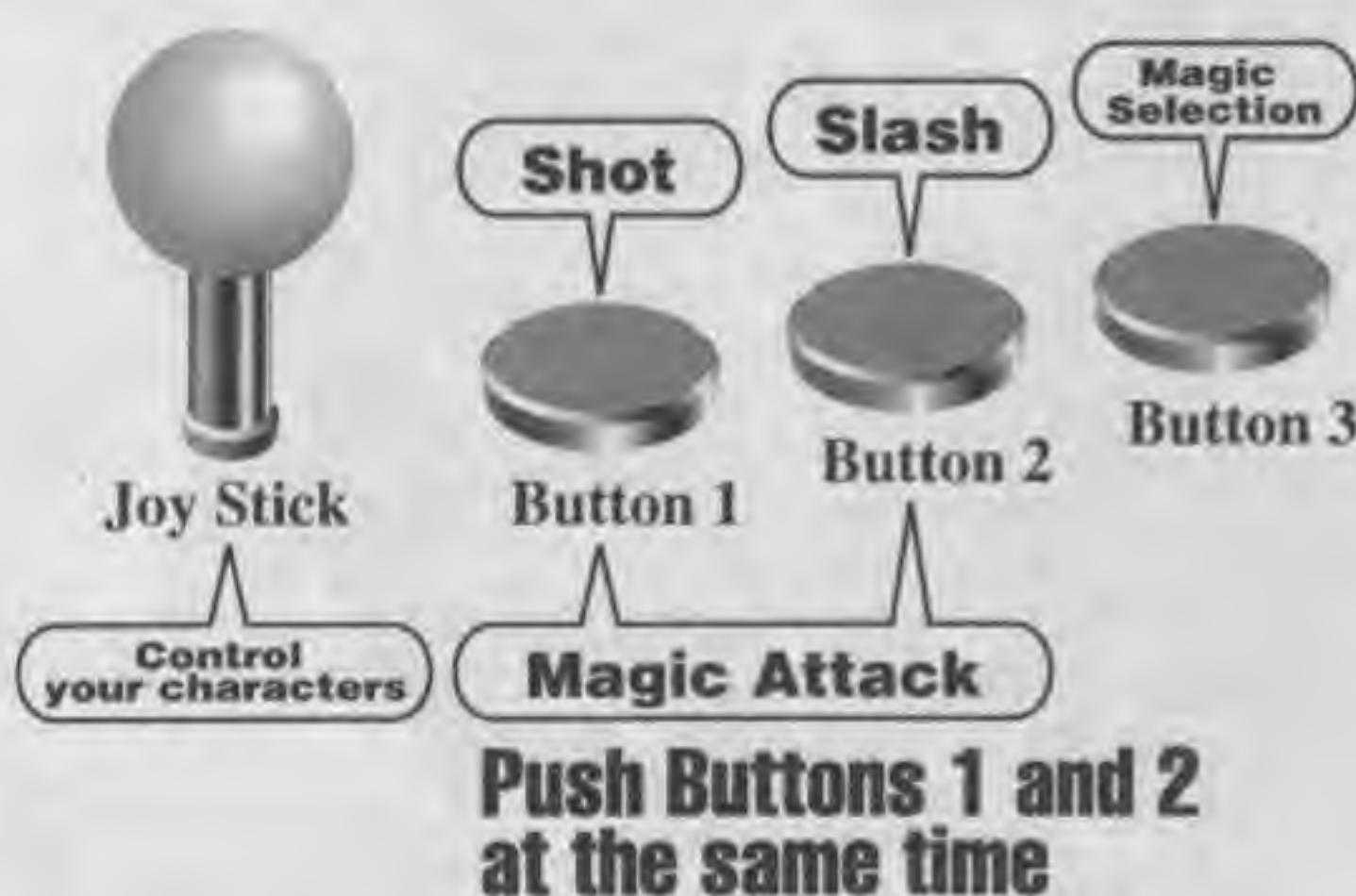
※See "Screen Test" for an explanation of the test mode.

- Make sure the power is off when you plug the power source in or out.
- Please use the edge connector on a JAMMA standard approved PC Board (56P edge connector, 3.96mm pitch).
- After turning on the power, adjust the electric power supply source to the designated voltage with the connector part of the PC board.
- Avoid strong jolts to or getting water on the PC board. Also, take extreme care when working inside the cabinet, so the PC board will not be damaged.

■How to Play

- 8 direction Joy Stick + 3 buttons
- Button 1 is for Shot Attack. Button 2 is for Slush Attack. Button 3 is for Magic Selection.
- Button 1 + Button 2 enables the Magic Attack function.
- 2 player can play together. One can join in the middle of the game.

■Specifications of The Control Panel



■Position of The Volume Switch



■Connector Chart

SOLDER SIDE	NO.	NO.	PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
SP (-)	L	10	SP (+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST
COIN SW 2	T	16	COIN SW 1
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P BUTTON 1	Z	22	1P BUTTON 1
2P BUTTON 2	a	23	1P BUTTON 2
2P BUTTON 3	b	24	1P BUTTON 3
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

Power Supply	DC+5V DC1+2V
Monitor	Horizontal Screen
Game Style	Simultaneous play by 2 players

■Explanation of The Test Mode

Test Mode

► Screen Test

Input Test

Sound Test

Game Setting

Exit(Reset)

When you push the test switch on the game machine, it automatically turns to the test mode. Choose the testing item by sliding the stick up or down, then select the item by pushing Button 1.

NOTE!

When the machine mode is changed when credits are still present, those credit will be cleared.

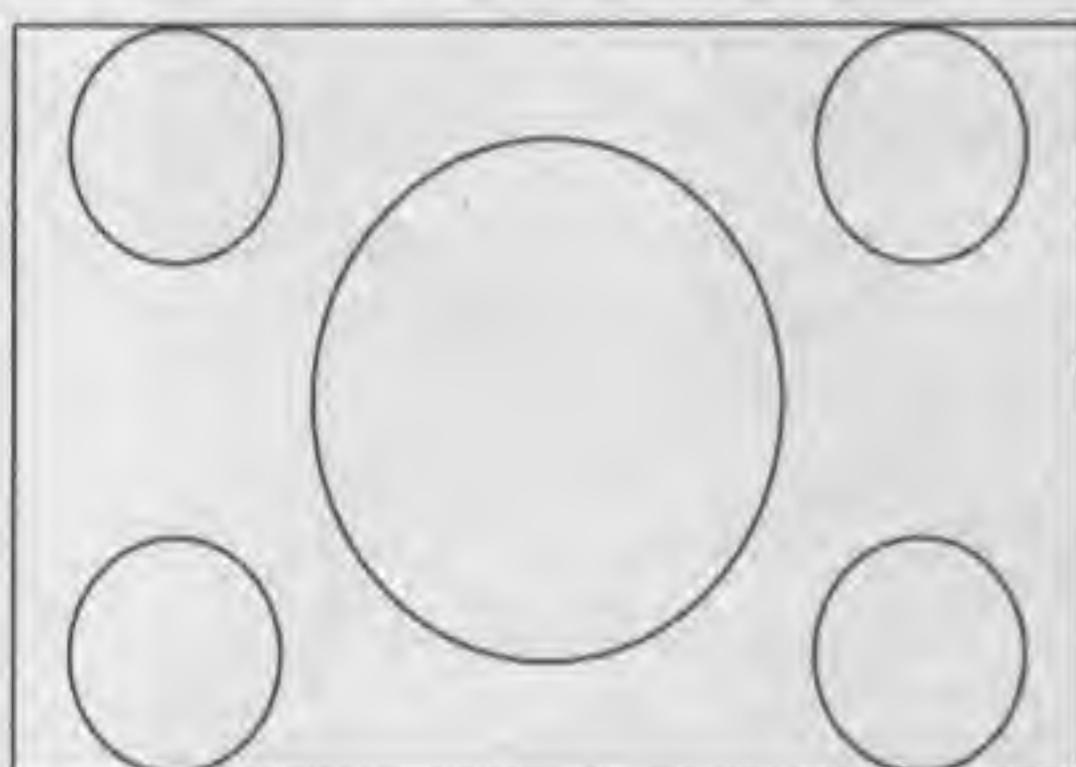
► Screen Test

Push the Joy Stick to the "right", and 3 types of test screens will be provided.

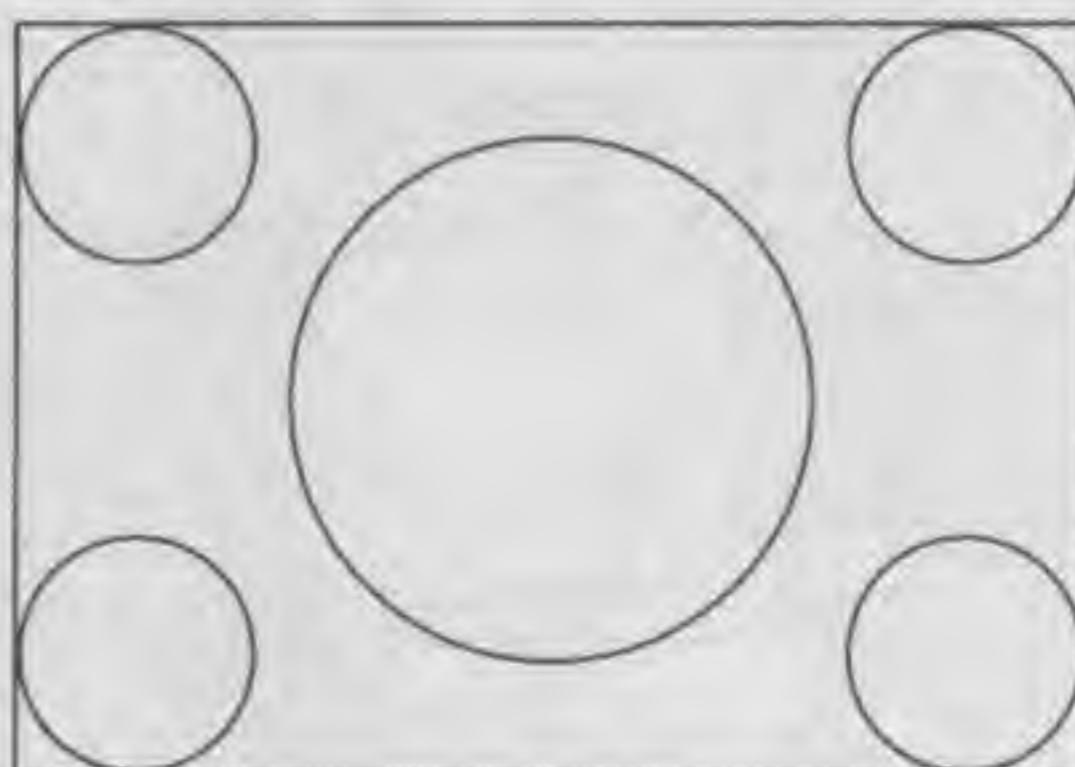
Push any button and the screen goes back to the Main Menu.

1) 5 Circles are displayed.

Adjust the monitor with the H-Size and V-Size knobs until the correct screen ratio is achieved, as shown below. Without this adjustment, most monitors will show horizontal ovals in the monitor.



Necessary Adjustment



Correct display

2) Lattices are displayed on the full screen.

Adjust the monitor with H-Size and V-Size knobs until it is correctly located in the monitor.

3) White, red, green and blue color bars are displayed.

Check and adjust the balance and make sure the colors to not wash out at the edges. Also check the length of the bell from white to black, making sure it is about the same length as the arrow displayed on the lower part of the screen, and check to make sure that the background is sufficiently black, using the RGB and Bright functions on the monitor.

► Input Test

This test is to check the input ability of the Joy Stick and buttons.

If the input is normal, the name of the part will be emphasized on the display.

To return to the Main Menu, move Player 1's Joy Stick to the right and push Button 1 at the same time.

► Sound Test

Confirm whether there is audible sound or not.

To go back to the Main Menu, choose Exit.

► Game Setting

This enables you to set the contents of the game, such as coin settings and difficulty.

Choose the item by moving the Joy Stick up or down, then change the setting with a sideways movement.

※See the explanation for Game Settings on the next page.

► Exit (Reset)

This finishes the test mode and the game should be back on the monitor.

Please note that if the test switch is not a "Button type", the game will not come back unless the test switch is turned "Off".

■Explanation for Game Settings

This enables to setting of the game contents, such as coin settings and difficulty.

Items are selected by moving the Joy Stick up and down.

Then, changing of the contents can be done with a sideways movement of the stick.

Monitor Flip

This reverses the monitor.

If the monitor display is upside down, choose " Reverse ".

* When shipped from the factory, it is set to " Normal ".

Coin Slot

This determines if the coin shooter setting is common or independent.

Same *	1 display of CREDIT. This is common for 1 or 2 players to play.
Individual	2 displays of CREDIT. Use one slot for a 1 Player game and the other slot for a 2 Player game.

Coin

This determines the coin setting.

Same	1 COIN = 1 CREDIT*	Setting can be done for each slot. Both slots will be set at a common setting.	Individual	1 COIN = 1 CREDIT	One setting only. Common for both slots.
	2 COINS = 1 CREDIT			2 COINS = 1 CREDIT	
	3 COINS = 1 CREDIT			3 COINS = 1 CREDIT	
	1 COIN = 2 CREDITS			1 COIN = 2 CREDITS	
	1 COIN = 3 CREDITS			1 COIN = 3 CREDITS	
	1 COIN = 4 CREDITS			1 COIN = 4 CREDITS	
	1 COIN = 5 CREDITS			1 COIN = 5 CREDITS	
	1 COIN = 6 CREDITS			1 COIN = 6 CREDITS	
	Start = 2 COINS			Start = 2 COINS	
	Continue = 1 COIN			Continue = 1 COIN	
Free				Free	

Demo Sound

This sets the demonstration sounds that attract customers when the game is not being played.

On	With customer attraction sound.
Off *	Without customer attraction sound.

Difficulty

This sets the game difficulty to one of four levels:

Easy, Normal*, Difficult and More Difficult.

Factory Setting

Push Button 1 and the setting returns to where it was when shipped from the factory.

The above items marked with a star (*) denote the factory setting.

Exit

To go back to Main Menu, place the cursor here and push Button 1. When the setting of the game has been changed, the machine will ask whether to save the new setting or not.

If you want to save the setting you've made, choose "Yes".